SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

SPELL SLOTS

	Total	Expended
Level 1	2	◇◇

CANTRIPS & PREPARED SPELLS

Level	Name
0	*Guidance*
0	*Sacred Flame*
0	*Spare the Dying*
1	*Bless*
1	*Cure Wounds*
1	*Guiding Bolt*
1	*Shield of Faith*

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial weapons

GOLD

Starting	Current
22 GP	

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chail Mail — Mace
Battleaxe — Shield

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a belt.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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CLASS FEATURES

energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

SPELL SLOTS

	Total	Expended
Level 1	3	◇◇◇

CANTRIPS & PREPARED SPELLS

Level	Name
0	*Guidance*
0	*Sacred Flame*
0	*Spare the Dying*
1	*Bless*
1	*Cure Wounds*
1	*Detect Evil and Good*
1	*Guiding Bolt*
1	*Shield of Faith*

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial weapons

GOLD

Starting	Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chail Mail	Mace
Battleaxe	Shield

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a belt.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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CLASS FEATURES

Divine Spark. As a Magic action, you point your Holy Symbol at another creature you can see within 30 feet of yourself and focus divine energy at it. Roll 1d8 and add your Wisdom modifier. You either restore Hit Points to the creature equal to that total or force the creature to make a Constitution saving throw. On a failed save, the creature takes Necrotic or Radiant damage (your choice) equal to that total. On a successful save, the creature takes half as much damage (round down).

Guided Strike. When you or a creature within 30 feet of you misses with an attack roll, you can expend one use of your Channel Divinity and give that roll a +10 bonus, potentially causing it to hit. When you use this feature to benefit another creature's attack roll, you must take a Reaction to do so.

Turn Undead. As a Magic action, you present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 feet of you must make a Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute. For that duration, it tries to move as far from you as it can on its turns. This effect ends early on the creature if it takes any damage, if you have the Incapacitated condition, or if you die.

WAR DOMAIN SPELLS

Your connection to this divine domain ensures you always have the following spells ready: *Guiding Bolt*, *Magic Weapon*, *Shield of Faith*, and *Spiritual Weapon* (included on your Cantrips & Prepared Spells table).

WAR PRIEST

As a Bonus Action, you can make one attack with a weapon or an Unarmed Strike. You can use this Bonus Action three times. You regain all expended uses when you finish a Short or Long Rest.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

SPELL SLOTS

	Total	Expended		Total	Expended
Level 1	4	◇◇◇◇	Level 2	2	◇◇

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial weapons

GOLD

Starting	Current

CANTRIPS & PREPARED SPELLS

Level	Name
0	*Guidance*
0	*Sacred Flame*
0	*Spare the Dying*
1	*Bless*
1	*Cure Wounds*
1	*Detect Evil and Good*
1	*Guiding Bolt*
1	*Healing Word*
1	*Shield of Faith*
2	*Aid*
2	*Lesser Restoration*
2	*Magic Weapon*
2	*Spiritual Weapon*

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chail Mail — Mace
Battleaxe — Shield

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a belt.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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CLASS FEATURES

Sap (Longsword). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow (Javelin). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+2
Spell Save DC	12
Spell Attack Bonus	+4

SPELL SLOTS

	Total	Expended
Level 1	2	◇◇

PREPARED SPELLS

Level	Name
1	*Command*
1	*Searing Smite*

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial Weapons

GOLD

Starting	Current
39 GP	

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Fine Clothes. Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a Shield, painted to channel divine magic.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Perfume. Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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CLASS FEATURES

Sap (Longsword). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow (Javelin). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

PALADIN'S SMITE

You always have the *Divine Smite* spell prepared. In addition, you can cast it without expending a spell slot, but you must finish a Long Rest before you can cast it in this way again.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+2
Spell Save DC	12
Spell Attack Bonus	+4

SPELL SLOTS

	Total	Expended
Level 1	2	◇◇

PREPARED SPELLS

Level	Name
1	*Command*
1	*Divine Favor*
1	*Divine Smite*
1	*Searing Smite*

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial Weapons

GOLD

Starting	Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Fine Clothes. Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a Shield, painted to channel divine magic.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Perfume. Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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CLASS FEATURES

Sap (Longsword). If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

Slow (Javelin). If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

PALADIN'S SMITE

You always have the *Divine Smite* spell prepared (included in Prepared Spells). In addition, you can cast it without expending a spell slot, but you must finish a Long Rest before you can cast it in this way again.

OATH OF DEVOTION SPELLS

The magic of your oath ensures you always have the following spells ready: *Protection from Evil and Good* and *Shield of Faith* (included on your Prepared Spells table).

CHANNEL DIVINITY

You can channel divine energy directly from the Outer Planes, using it to fuel magical effects. You have two effect options: Divine Sense and Sacred Weapon, both of which are described below.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Divine Sense. As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type.

Sacred Weapon. When you take the Attack action, you can imbue one Melee weapon that you are holding with positive energy. For 10 minutes or until you use this feature again, you have a +2 bonus to attack rolls you make with that weapon, and each time you hit with it, you cause it to deal its normal damage type or Radiant damage.

The weapon also emits Bright Light in a 20-foot radius and Dim Light 20 feet beyond that.

You can end this effect early (no action required). This effect also ends if you aren't carrying the weapon.

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+2
Spell Save DC	12
Spell Attack Bonus	+4

SPELL SLOTS

	Total	Expended
Level 1	3	◇◇◇

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial Weapons

GOLD

Starting	Current

CANTRIPS & PREPARED SPELLS

Level	Name
1	*Command*
1	*Divine Favor*
1	*Divine Smite*
1	*Protection from Evil and Good*
1	*Searing Smite*
1	*Shield of Faith*
1	*Thunderous Smite*

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

You can wear only one suit of armor at a time and wield only one Shield at a time. While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Fine Clothes. Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Holy Symbol. Your Holy Symbol takes the form of an emblem borne on a Shield, painted to channel divine magic.

Holy Water. When you take the Attack action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Perfume. Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have Advantage on Charisma (Persuasion) checks made to influence an Indifferent Humanoid within 5 feet of yourself.

Rations (7 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

SPELL SLOTS

	Total	Expended
Level 1	2	◇◇

CANTRIPS & PREPARED SPELLS

Level	Name
0	*Light*
0	*Mage Hand*
0	*Ray of Frost*
1	*Color Spray*
1	*Jump*
1	*Mage Armor*
1	*Magic Missile*
1	*Sleep*
1	*Thunderwave*

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

PROFICIENCIES
Simple weapons

GOLD

Starting	Current
55 GP	

EQUIPMENT

WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

2 Daggers
Quarterstaff

ADVENTURING GEAR

You have the following adventuring gear.

Arcane Focus. Your Arcane Focus takes the form of a Quarterstaff carved to channel arcane magic.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Book. This Book contains occult nonfiction surrounding the demon lord Demogorgon. If you consult the Book about its topic, you gain a +5 bonus to Intelligence (Religion) checks you make about that topic.

Ink. Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

Ink Pen. Using Ink, an Ink Pen is used to write or draw.

Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Oil (10 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an extra 5 fire damage from burning oil.

Parchment (10 Sheets). One sheet of Parchment can hold about 250 handwritten words.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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CLASS FEATURES

SCHOLAR

While studying magic, you also specialized in another field of study. Your Proficiency Bonus is doubled for ability checks you make with the Arcana skill (included in your skills).

SPELLCASTING ABILITY: WISDOM

Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

SPELL SLOTS

	Total	Expended
Level 1	3	◇◇◇

CANTRIPS & PREPARED SPELLS

Level	Name
0	*Light*
0	*Mage Hand*
0	*Ray of Frost*
1	*Burning Hands*
1	*Color Spray*
1	*Jump*
1	*Mage Armor*
1	*Magic Missile*
1	*Shield*
1	*Sleep*
1	*Thunderwave*

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◇ Light ◇ Medium ◇ Heavy ◇ Shields

PROFICIENCIES
Simple weapons

GOLD

Starting	Current

EQUIPMENT

WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

2 Daggers
Quarterstaff

ADVENTURING GEAR

You have the following adventuring gear.

Arcane Focus. Your Arcane Focus takes the form of a Quarterstaff carved to channel arcane magic.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Book. This Book contains occult nonfiction surrounding the demon lord Demogorgon. If you consult the Book about its topic, you gain a +5 bonus to Intelligence (Religion) checks you make about that topic.

Ink. Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

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Lamp. A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Oil (10 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an extra 5 fire damage from burning oil.

Parchment (10 Sheets). One sheet of Parchment can hold about 250 handwritten words.

Robe. A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch–or anything else with exposed fuel–takes a Bonus Action. Lighting any other fire takes 1 minute.

Magic Item Attunement

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